

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:
~~a single play of a game provided after a single wager by a player;~~
~~a plurality of award groups, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators;~~
~~a plurality of awards, wherein each of the award groups is associated with at least one of said awards;~~

~~an indicator generator; and~~

at least one display device;

at least one input device;

~~a~~ at least one processor; and

at least one memory device which stores a plurality of instructions which when executed by the at least one processor cause the at least one processor programmed to operate with the at least one display device and the at least one input device, for the a single play of said a game, to:

(a) enable a player to place a wager for said single play of the game, said game associated with a plurality of displayed award groups, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators, each of the award groups associated with at least one of a plurality of awards;

(a)-(b) ~~cause the an~~ indicator generator of the at least one display device to generate and associate a number of indicators with each of the award groups;

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(b)-(c) for each of the award groups, accumulate a quantity of indicators corresponding to the number of indicators that is associated with that award group by the indicator generator;_i

~~(c)~~(d) without requiring any additional wager by the player, repeat (a)-(b)
to ~~(b)~~(c) until all of the indicators have been accumulated in at least one of the
award groups; and

~~(d)~~(e) when all of the indicators have been accumulated in at least one of
the award groups:

(i) provide to the player the awards associated with any award
groups in which all of the indicators have been accumulated,

(ii) after providing the awards associated with any award groups
in which all of the indicators have been accumulated to the player, randomly
determine whether to end the single play of the game, and

(iii) if it is determined not to end the single play of the game;

(A) reset the indicators in the award groups associated
with the awards provided to the player, and

(B) provide the player with at least one opportunity to win
at least one additional award for accumulating all of the
indicators in at least one of the award groups by repeat (a)
repeating (b) to (d)-(e) until it is determined to end the single
play of the game without requiring any additional wager by
the player.

Claim 2 (original): The gaming device of Claim 1, wherein the indicator generator includes at least one reel.

Claim 3 (original): The gaming device of Claim 1, wherein the indicator generator includes a mechanical wheel.

Claim 4 (original): The gaming device of Claim 1, which includes a substantially transparent plate including different color sections which is positioned adjacent to the indicator generator.

Claim 5 (original): The gaming device of Claim 1, which includes a probability of ending the game associated with the game.

Claim 6 (original): The gaming device of Claim 5, wherein the probability of ending the game is randomly determined.

Claim 7 (original): The gaming device of Claim 5, wherein the probability of ending the game is pre-determined.

Claim 8 (currently amended): The gaming device of Claim 5, wherein the probability of ending the game is determined based on ~~a~~the wager made by the player.

Claim 9 (original): The gaming device of Claim 5, wherein the probability of ending the game changes after each time all of the indicators have been accumulated in at least one of said award groups.

Claim 10 (original): The gaming device of Claim 5, wherein the probability of ending the game changes after a plurality of times all of the indicators have been accumulated in at least one of said award groups.

Claim 11 (original): The gaming device of Claim 1, which includes at least one illumination device connected to each of the indicators.

Claim 12 (original): The gaming device of Claim 11, wherein the illumination devices include different color lights.

Claim 13 (previously presented): The gaming device of Claim 12, wherein the illumination devices connected to the indicators of at least two of the award groups include different color lights.

Claim 14 (currently amended): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to cause the indicator generator to randomly generate the numbers of indicators associated with each of the award groups ~~by the indicator generator are randomly generated.~~

Claim 15 (currently amended): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to cause the indicator generator to generate the numbers of indicators associated with each of the award groups ~~by the indicator generator are generated based on a~~ the wager made by the player.

Claim 16 (currently amended): The gaming device of Claim 1, wherein the ~~processor is operable~~ the plurality of instructions, when executed by the at least one processor, cause the at least one processor to reset at least one of the indicators in at least one of the award groups when the award associated with the award group is provided to the player.

Claim 17 (currently amended): A gaming device comprising:

a plurality of display devices including a first display device and a rotatable display;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions which when executed by the at least one processor cause the at least one processor to operate with the plurality of display devices and the at least one input device, for a single play of a game, to:

~~a display device configured to display a single play of a game provided after a single wager by a player;~~

(a) enable a player to place a wager for said single play of the game, said game associated with a plurality of displayed award groups associated with said game, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators; ~~a plurality of awards,~~ wherein each of the award groups is associated with at least one of said ~~a~~ plurality of awards;

(b) cause ~~a the~~ rotatable display to rotate, said rotatable display positioned adjacent to the award groups and ~~connected to the display device,~~ said ~~rotatable display~~ including a plurality of fixed static values, each of said values corresponding to a number of indicators; and

~~a processor programmed for the single play of said game to:~~

(a) ~~rotate the rotatable display;~~

(b)(c) cause the rotatable display to stop and align one of the values with each of the award groups;

(e)(d) for each of the award groups, accumulate the number of indicators corresponding to the value aligned with that award group;

(d)(e) without requiring any additional wager by the player, repeat (a)-(b) to (e)(d) until all of the indicators have been accumulated in at least one of the award groups; and

~~(e)~~(f) when all of the indicators have been accumulated at least one of the award groups:

- (i) provide to the player the awards associated with any award groups in which all of the indicators have been accumulated,
 - (ii) after providing to the player the awards associated with any award groups in which all of the indicators have been accumulated, randomly determine whether to end the single play of game, and
 - (iii) if it is determined not to end the single play of the game;
 - (A) reset the indicators in the award groups associated with the awards provided to the player, and
- (f) (B) provide the player with at least one opportunity to win at least one additional award for accumulating all of the indicators in at least one of the award groups by repeat-repeating ~~(a)~~(b) to ~~(e)~~(f) until it is determined to end the single play of the game without requiring any additional wager by the player.

Claim 18 (original): The gaming device of Claim 17, which includes a substantially transparent plate including different color sections which is positioned adjacent to the rotatable display.

Claim 19 (original): The gaming device of Claim 17, which includes a probability of ending the game associated with the game.

Claim 20 (original): The gaming device of Claim 19, wherein the probability of ending the game is randomly determined.

Claim 21 (original): The gaming device of Claim 19, wherein the probability of ending the game is pre-determined.

Claim 22 (currently amended): The gaming device of Claim 19, wherein the probability of ending the game is determined based on a the wager made by the player.

Claim 23 (original): The gaming device of Claim 19, wherein the probability of ending the game changes after each time all of the indicators have been accumulated in at least one of said award groups.

Claim 24 (original): The gaming device of Claim 19, wherein the probability of ending the game changes after a plurality of times all of the indicators have been accumulated in at least one of said award groups.

Claim 25 (original): The gaming device of Claim 17, which includes at least one illumination device connected to each of the indicators.

Claim 26 (original): The gaming device of Claim 25, wherein the illumination devices include different color lights.

Claim 27 (original): The gaming device of Claim 25, wherein the illumination devices connected to the indicators of at least two of the award groups include different color lights.

Claim 28 (previously presented): The gaming device of Claim 17, wherein the values aligned with each of the award groups are randomly generated.

Claim 29 (currently amended): The gaming device of Claim 17, wherein the values aligned with each of the award groups are generated based on a the wager made by the player.

Claim 30 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

~~a single play of a game provided after a single wager by a player;~~

~~a plurality of award groups associated with said game, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators;~~

~~a plurality of awards, wherein each of the award groups is associated with at least one of said awards;~~

~~an indicator generator; and~~

~~a~~ at least one processor; and

at least one memory device which stores a plurality of instructions which when executed by the at least one processor cause the at least one processor programmed to operate with the at least one display device and the at least one input device for the a single play of said a game to:

(a) enable a player to place a wager on said single play of the game, said game associated with a plurality of displayed award groups, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators, each of the award groups associated with at least one of a plurality of awards,

(a)(b) cause the an indicator generator of the at least one display device to generate and associate a number of indicators with each of the award groups,

(b)(c) accumulate a quantity of indicators in each of the award groups corresponding to the number of indicators associated with that award group by the indicator generator,

(c)(d) without requiring any additional wager by the player, repeat (a)-(b) to (b)-(c) until all of the indicators have been accumulated in at least one of the award groups, and

(d)(e) when all of the indicators have been accumulated in at least one of said award groups:

(i) indicate the awards associated with any award groups in which all of the indicators have been accumulated,

(ii) randomly determine whether to provide any of the indicated awards to a player,

(iii) if it is determined not to provide the indicated awards to the player;

(A) reset the indicators in the award groups associated with the indicated awards, and

~~(B) cause the indicator generator to generate and associate one of said number of indicators with each of the award groups~~ repeat (b) to (e) until it is determined to provide the indicated awards to the player without requiring any additional wager by the player, and

(iv) if it is determined to provide the indicated awards to the player, provide any indicated awards to the player and terminate said single play of the game.

Claim 31 (original): The gaming device of Claim 30, which includes a probability of providing an award to a player associated with each of the awards.

Claim 32 (original): The gaming device of Claim 31, wherein the probability of providing the awards to the player is randomly determined.

Claim 33 (original): The gaming device of Claim 31, wherein the probability of providing the awards to the player is pre-determined.

Claim 34 (currently amended): The gaming device of Claim 31, wherein the probability of providing the awards to the player is determined based on a the wager made by the player.

Claim 35 (original): The gaming device of Claim 31, wherein at least two of the probabilities associated with the awards are different.

Claim 36 (original): The gaming device of Claim 31, wherein all of the probabilities associated with the awards are different.

Claim 37 (original): The gaming device of Claim 30, which includes at least one illumination device connected to each of the indicators.

Claim 38 (original): The gaming device of Claim 37, wherein the illumination devices include different color lights.

Claim 39 (previously presented): The gaming device of Claim 38, wherein the illumination devices connected to the indicators of at least two of the award groups include different color lights.

Claim 40 (currently amended): The gaming device of Claim 30, wherein the plurality of instruction, when executed by the at least one processor, cause the at least one processor to cause the indicator generator to randomly generate the numbers of indicators associated with each of the award groups ~~by the indicator generator are randomly generated.~~

Claim 41 (currently amended): The gaming device of Claim 30, wherein the plurality of instruction, when executed by the at least one processor, cause the at least one processor to cause the indicator generator to generate the numbers of indicators associated with each of the award groups ~~by the indicator generator are generated based on a~~ wager made by the player.

Claim 42 (currently amended): The gaming device of Claim 30, wherein the plurality of instruction, when executed by the at least one processor, cause the at least one processor ~~processor is operable to~~ reset at least one of the indicators

in at least one of the award groups associated with an indicated award when it is determined that the indicated award is not to be provided to the player.

Claim 43 (currently amended): A gaming device comprising:

a plurality of display devices including a first display device and a rotatable display;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions which when executed by the at least one processor cause the at least one processor to operate with the plurality of display devices and the at least one input device, for a single play of a game, to:

~~a display device configured to display a single play of a game provided after a single wager by a player;~~

(a) enable a player to place a wager on said single play of the game, said game associated with a plurality of displayed award groups associated with said game, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators; ~~a plurality of awards,~~ wherein each of the award groups is associated with at least one of said ~~a~~ plurality of awards;

(b) ~~cause a the~~ rotatable display to rotate, said rotatable display positioned adjacent to the award groups and ~~connected to the display device,~~ said ~~rotatable display~~ including a plurality of static values, each of said values corresponding to a number of indicators; and

~~a processor programmed for the single play of said game to:~~

~~—— (a) rotate the rotatable display,~~

(b)(c) cause the rotatable display to stop and align one of the values with each of the award groups;

(c)(d) for each of the award groups, accumulate the number of indicators corresponding to the value aligned with that award group,

(d)(e) without requiring any additional wager by the player, repeat (a)(b)

to ~~(e)~~(d) until all of the indicators have been accumulated in at least one of the award groups;

~~(e)~~(f) when all of the indicators have been accumulated in at least one of said award groups:

(i) indicate the awards associated with any award groups in which all of the indicators have been accumulated,

(ii) randomly determine whether to provide any of the indicated awards to a player,

(iii) if it is determined not to provide the indicated awards to the player,

(A) reset the indicators in the award groups associated with the indicated awards, and

~~(B) cause the rotatable display to rotate and associate one of the values with each of the award groups~~ repeat (b) to (f) until it is determined to provide the indicated awards to the player without requiring any additional wager by the player, and

(iv) if it is determined to provide the indicated awards to the player, provide any indicated awards to the player and terminate said single play of the game.

Claim 44 (original): The gaming device of Claim 43, which includes a substantially transparent plate including different color sections which is positioned adjacent to the rotatable display.

Claim 45 (previously presented): The gaming device of Claim 43, which includes a probability of providing an award to a player associated with each of the awards associated with the award groups.

Claim 46 (original): The gaming device of Claim 45, wherein the probability of providing the awards to the player is randomly determined.

Claim 47 (original): The gaming device of Claim 45, wherein the probability of providing the awards to the player is pre-determined.

Claim 48 (currently amended): The gaming device of Claim 45, wherein the probability of providing the awards to the player is determined based on a the wager made by the player.

Claim 49 (original): The gaming device of Claim 45, wherein at least two of the probabilities associated with the awards are different.

Claim 50 (original): The gaming device of Claim 45, wherein all of the probabilities associated with the awards are different.

Claim 51(original): The gaming device of Claim 43, which includes at least one illumination device connected to each of the indicators.

Claim 52 (original): The gaming device of Claim 51, wherein the illumination devices include different color lights.

Claim 53 (original): The gaming device of Claim 51, wherein the illumination devices connected to the indicators of at least two of the award groups include different color lights.

Claim 54 (previously presented): The gaming device of Claim 43, wherein the values aligned with each of the award groups are randomly generated.

Claim 55 (currently amended): The gaming device of Claim 43, wherein the values aligned with each of the award groups are generated based on a the wager made by the player.

Claim 56 (currently amended): The gaming device of Claim 43, wherein the

plurality of instructions, when executed by the at least one processor, cause the at least one processor ~~is operable to~~ reset at least one of the indicators in at least one of the award groups associated with an indicated award when it is determined that the indicated award is not to be provided to the player.